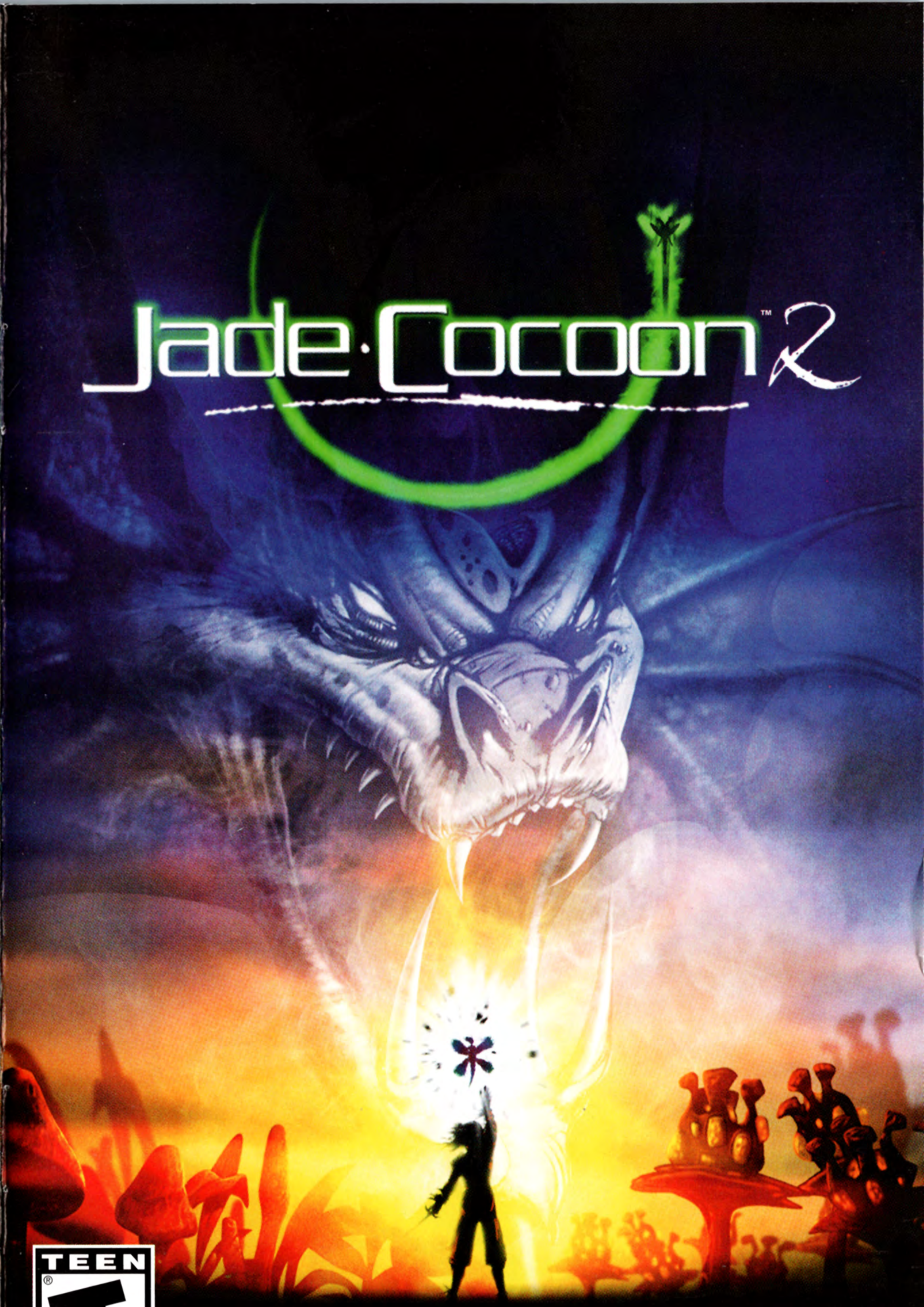
Jade Cocoon™ 2



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CONTENT RATED BY ESRB

Ubi Soft ENTERTAINMENT®
www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

Jade Cocoon™ 2

The Locusts of the Apocalypse

Contents

Getting Started 2

Introducing the Characters 5

Starting the Game 10

The Temple of Kemuel 11

Moving Through the Forest 13

Using the Menu Screen 15

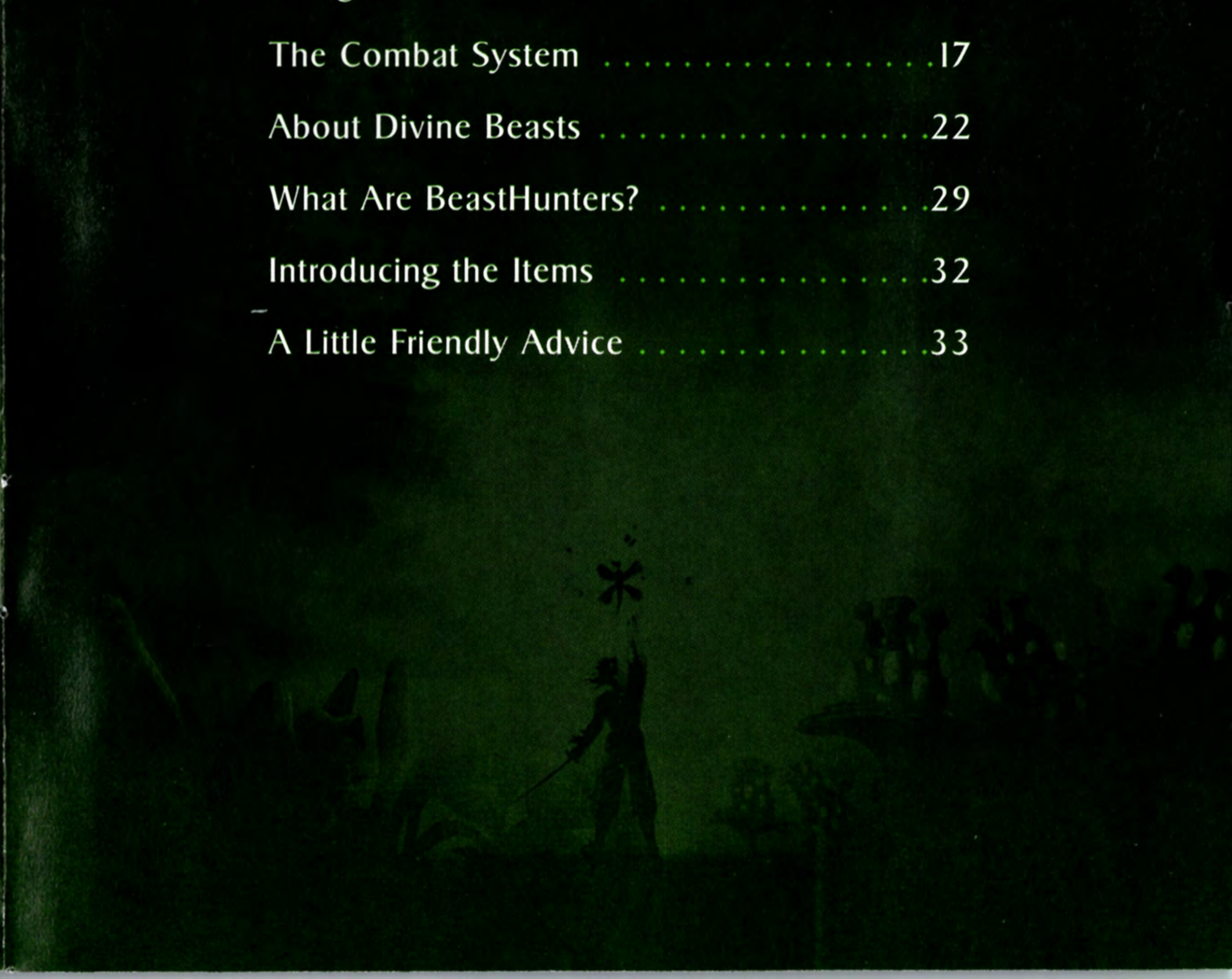
The Combat System 17

About Divine Beasts 22

What Are BeastHunters? 29

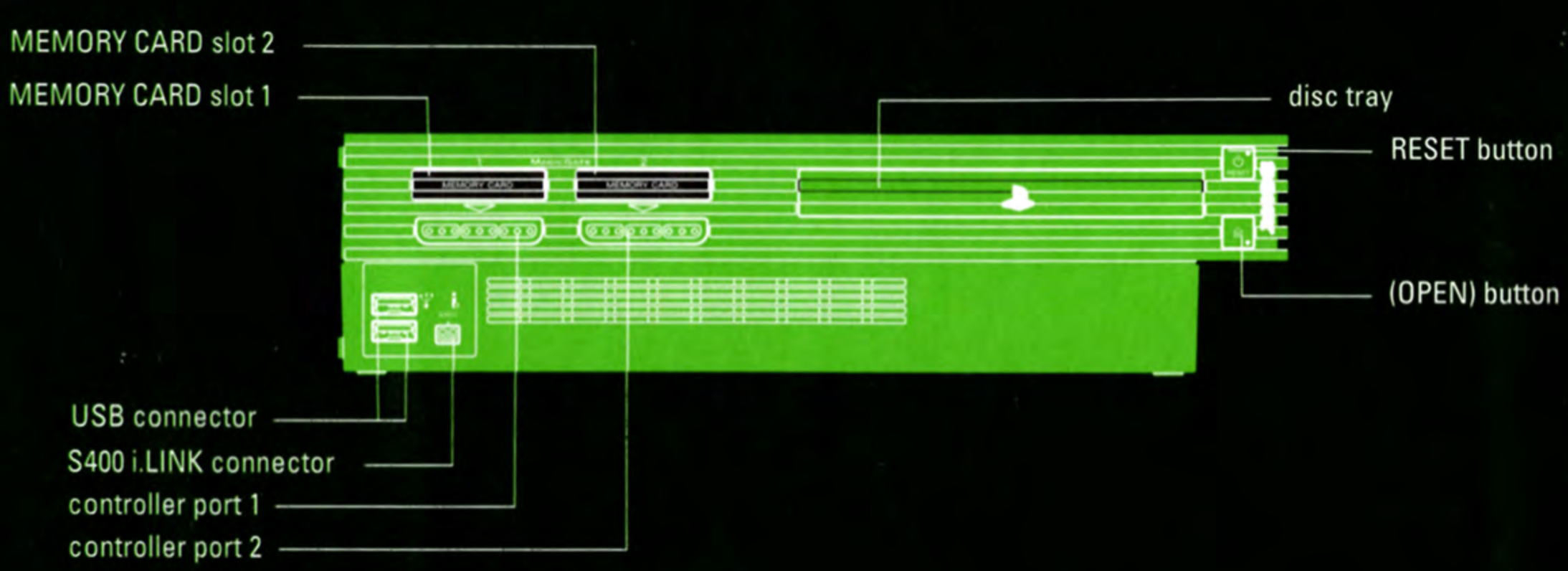
Introducing the Items 32

A Little Friendly Advice 33



Getting Started

PlayStation®2
computer entertainment system



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.

Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.

Place the Jade Cocoon™ 2 disc on the disc tray with the label side facing up.

Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate.

Follow on-screen instructions and refer to this manual for information on using Jade Cocoon 2.

Memory Cards

Jade Cocoon 2 lets you save your game at the current point of play onto Memory Cards (8MB) (for PlayStation®2) (sold separately), and resume play on previously saved games. Insert memory card(s) into the PlayStation 2 BEFORE starting play.

Important: Do not remove a memory card while saving or loading games. Doing so could damage the game data.

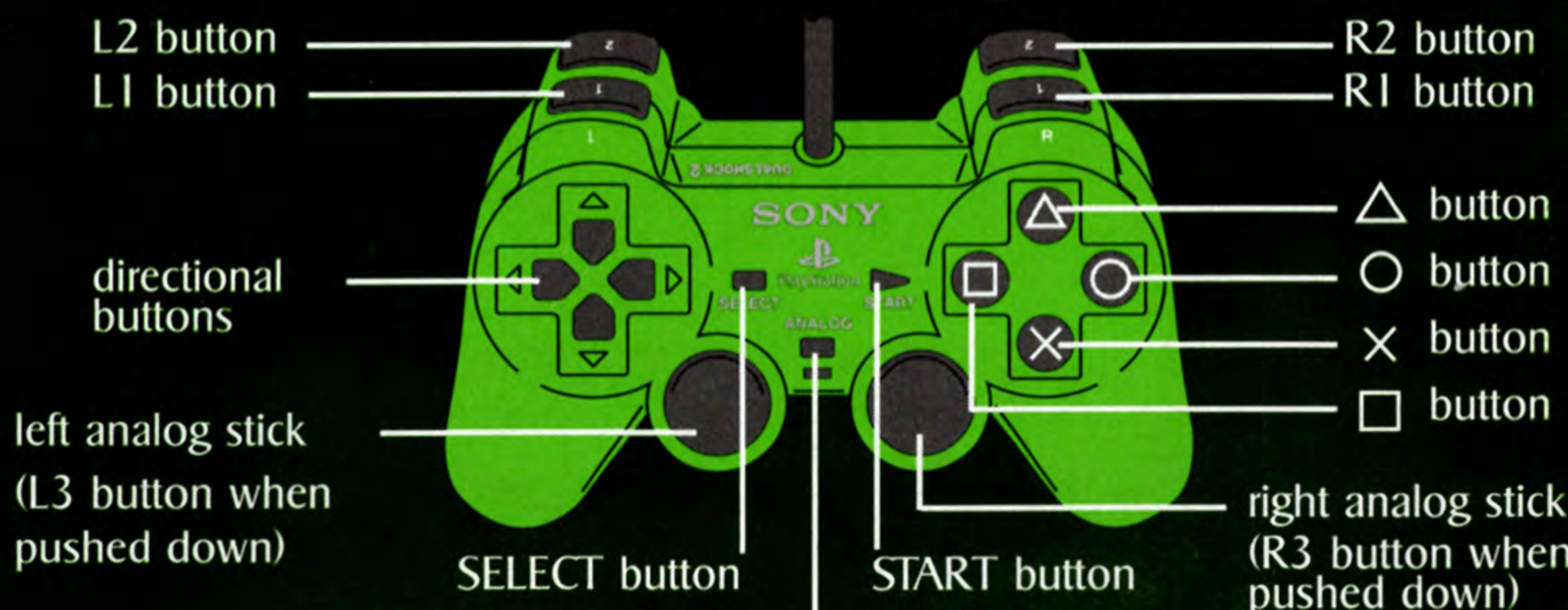
Basic Operation

Learn how to use the controller to make your adventures go smoothly.

The Controller Buttons and What They Do

This game is for one or two players. To battle with two players (see p. 10, "Battle Arena"), connect controllers to both controller connectors 1 and 2.

DUALSHOCK®2 analog controller



While moving	× button △ button Directional button Left analog stick L1 button and R1 button	Talk to people, pick up items Display the Menu Screen Move Move Change the camera angle
Menu Screen	× button ○ button △ button Directional button Left analog stick L1 button and L2 button	Enter Cancel Toggle status Move cursor Spin BeastAmulet, operate cursor Spin BeastAmulet
In combat	× button ○ button △ button Directional button/Left analog stick	Enter Cancel Display Item/Escape commands Spin BeastAmulet
Battle Arena	L1 button and R1 button Directional button Up + button Directional button Down + button Directional button Left + button Directional button Right + button	Spin BeastAmulet Select the Fire side Select the Water side Select the Earth side Select the Wind side

*The LED indicator is always red (with analog mode turned on), so the analog controller (DUALSHOCK®2) vibrates depending on the situation in combat.

Prologue

In the Age of the Apocalypse, the "Monsters of the Apocalypse" that attacked the Forest were lured by the Requiem of Light and Darkness and sealed within the Eternal Corridor.
However,
Gi, the great Nagi prophet, warned:
"Man obtains new knowledge through purification.
Yet it is a fruit that harbors the Forbidden Seeds."

A new ordeal.
A new enemy.
Deep in the depths of the Wormhole Forest
the sealed Monsters of the Apocalypse were infected with darkness and ultimately obtained knowledge.

The Dark "Beasts of Knowledge,"
the Kalma,
mimic humans and aim for above ground
in order to expel from the Forest the humans,
the "pests of the Forest."

With the wise counsel of the Divine Spirit Kikinak, I have assembled a force of volunteer warriors who wield the BeastAmulet devised in ancient Gehenna Pale.

People call us the
"BeastHunters."

*The screen shots in this manual are from versions under development. They may differ somewhat from the final product.
Thank you for your understanding.

Introducing the Characters

Let us first introduce the characters that appear in Jade Cocoon 2.

The Game Characters Have Personality!

Here we will introduce the many characters that Kahu meets. Conversations with these characters are held in the splendor of full voice. We hope that you enjoy the richness of expression and delicate nuances that can only be presented with full voice. Note that the dialog settings can also be changed (see p. 15).

Kahu

A "Boy of Today" Who Admires the Cocoon Masters

Kahu is the only son of a carpenter living in a small village nestled in a ravine northwest of the Forest of Parel. Brought in by a BeastHunter want ad, he came to visit the Temple of Kemuel, a Nagi holy place protected by the "Legendary Cocoon Master." However... the tragedy that befalls him in the last test for getting a BeastHunter license is no more than the start of the fate awaiting him.

Nico

The One Who Determines Fate... Naw, She's a Fairy!

Nico lives in the "Dream World" between Heaven and Earth. This fairy sleeps in a strangely glowing cocoon and is said to be able to touch the "shadows in the hearts" of those who are spellbound by her beautiful cocoon, awakening together with a curse. But with that attitude of hers, she must have really been the butt of much grumbling in the Other World.

Cure

Lives in the Wormhole but Longs for the World of Humans

Deep in the Wormhole Forest, the Divine Beasts gave rise to mutant species and evolved. She must be one of the products of this evolution. Cure is a little girl who wants to exorcize the "other self" residing within her body and become human.

Nam

Proud of his Noble Warrior Bloodlines

Nam is a member of the proud Pola Pola tribe of nomads who fought against the "Monsters of the Apocalypse" together with Golan and Syrus. Since the rise of Kikinak & Co., the Pola Pola began to take up residence and begin a pastoral life of raising livestock. Dreading to be part of such a clan, Nam fled the village. He now roams through the Forest solely in search of "strength."

Gil

The Wandering Archeologist

After specializing in the analysis of the Alchemy of ancient Gehenna Pale, Gil became an elementary school teacher. But, he could not abandon his interest in the ancient civilization. So he came to the holy Temple of Kemuel and became a BeastHunter. He is now a dyed-in-the-wool "Forest Otaku (fan)."

Levant

A Hero Deprived of Death

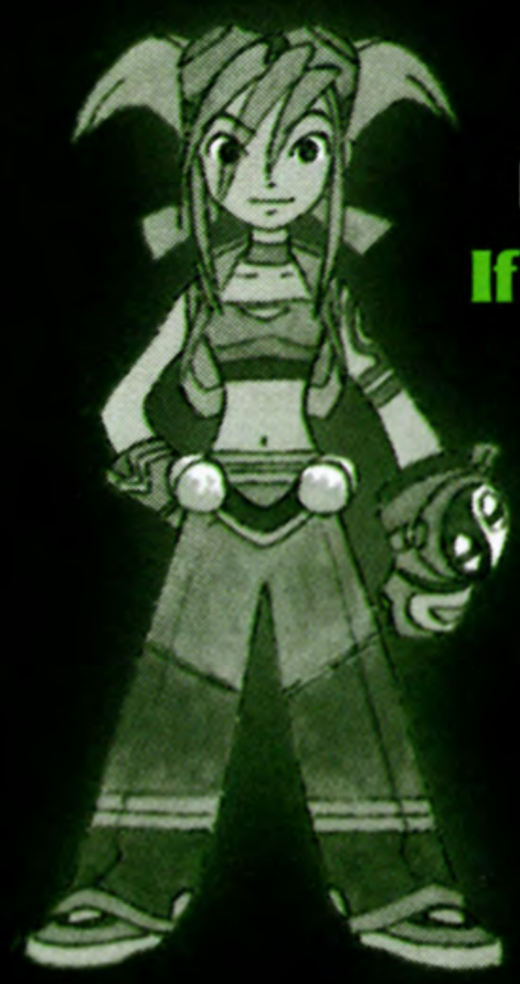
Levant is the man who lifted the curse on the Nagi people that divided them into light and shadow. He has also been working to save the land of Parel since the Age of the Apocalypse. Levant is a hero deprived of death. He has been a minion of the Forest God Elrihm together with the Dragon God Kemuel, which has resided within his body since its purification.

Ra

The Twin "Holy Shrine Maidens" Who Serve the Chosen One

Ra is the blue shrine maiden presiding over life, while Mu is the red shrine maiden in charge of strength. These twin shrine maidens have been serving Levant since the Age of the Apocalypse. These girls have important roles to serve in supporting the BeastHunters, but they bear a hidden secret.

Mu



Cocona

If You Have Love, Who Cares About Age...?

Cocona is the leader of this group full of clashing personalities. But the generation gap with the rest of the members is one source of conflict. She's only 22, you know....

Cinnamon

Well, I Was Just Sorta Bored.

Cinnamon has a cool personality that just doesn't mesh with being in a group. After being scouted by the Birdman, she says she just joined up because she "didn't have anything better to do."

Sweet Knights

This idol BeastHunter group was assembled as a group of BeastHunter campaign girls to attract strong men in order to fight against Darkness.

Choco

Yo! Let's Fight!

Although the Sweet Knights are little more than cheesecake to attract customers, Choco's the only team member who is serious about becoming a true BeastHunter. She considers becoming a Sweet Knight to be only a step on the road to become a first-rate BeastHunter.

Vanilla

Cheer for the Sweet Knights! You Had BETTER if You Know What's Good for You!

Vanilla's the original (?) Slimer, UMA maniac and explosive killer youth... We cannot answer any questions about her lines, so we ask for your pardon in advance...

Starting the Game

This game can be started in one of three modes.

Starting the Game in Various Modes

You can press the START button during the opening movie to skip the opening and display the title screen. Press the START button again from the title screen to display a menu of the following three choices. Use the directional button Up and directional button down to select one choice and press the ✕ button to enter.

[New game]

This mode starts the game at the beginning of the story. Select this mode to begin the story.

[Continue]

This mode is used to resume a saved game (see p. 12). Use the directional button Up and directional button Down to select the game to load and then press the ✕ button to enter. When loading is complete, press any button to resume the game.

[Battle Arena]

This mode is used to conduct a team battle in the Battle Arena. First use the directional button Up and directional button Down to select "Player 1 vs. Player 2" or "Player 1 vs. Computer" or one of the other combat modes and then press the ✕ button to enter. Next, enter the teams that are to fight in the order Player 1, Player 2 to start the battle.

The Temple of Kemuel

The Temple of Kemuel is the base of operations of Kahu and the other BeastHunters.

The Transporter Zips you through the Temple of Kemuel

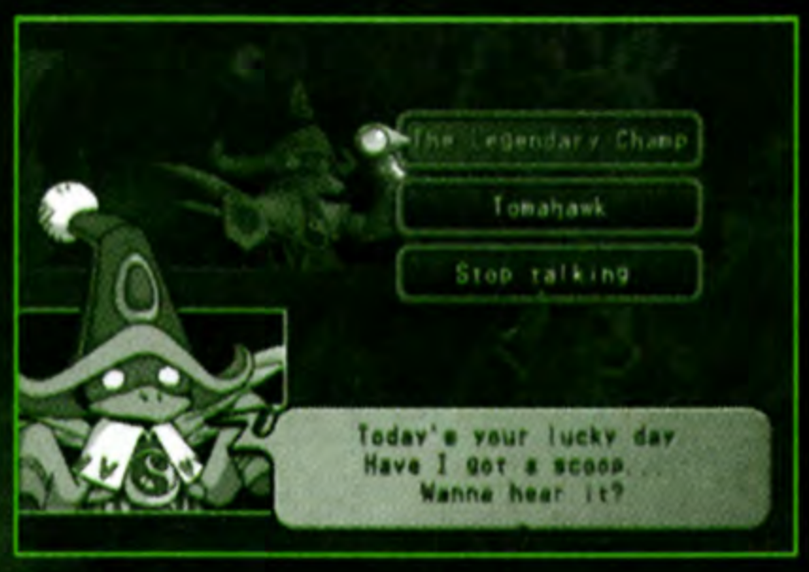
Each of the rooms of the Temple has a glowing circle in the center of its floor. This is called the Transporter. To move from room to room, step onto the Transporter and press the ✕ button. Use the up and down directional button to select the destination and press the ✕ button to warp to that room. See the following about how to use the various rooms.

[Throne Room]

This is the Jade Throne Room of Levant, head of the BeastHunters who battle against the Kalma. Talk to Levant for important information about what is happening at that time. You can also go from the Throne Room into the Wormhole Forest (see p. 13).

[Room of Life]

As the name implies, this Room of Life controls the life of the Divine Beasts. Ra, the master of this room will hatch eggs, merge Divine Beasts and the like for you. Here you will also find the Birdmen who will let you see the Beast Notebook or change the names of Beasts (see p. 23).



[Arena]

The Arena is where you can take advancement tests or engage in free combat and the like (see p. 29).

Messages and Product Lineups Change as the Story Progresses

Some of the information you get within the Temple changes as the story progresses. This goes for Levant in the Throne Room and the various BeastHunters in the Lounge, for example. In addition, the items you can buy at Kikinak & Co. may also increase when various events occur.

[Kikinak & Co.]

This is a shop selling items which is run by Levant's friend Kikinak. Here you can get information from Kikinak, buy and sell items, and use the Warehouse. Go ahead and use the shop often!

The Shopkeeper Birdman (on the right)

He buys and sells items. To buy an item, just select "Buy items," pick the item you want and pay for it. To sell items, select "Sell items." Select the item you want to sell from among the items you are carrying and press enter to get paid.

The Warehouse Birdman (on the left)

He can hold on to some of the items you are carrying. By letting him keep consumable items and other items you may not need immediately, they will not be lost if you lose in combat in the Forest.
Remember that you cannot take items out of the Warehouse if you cannot carry any more items.

[Lounge]

The Lounge is a place for BeastHunters to gather and relax. These are your colleagues who share your occupation, so you can hear lots of interesting stories. The Bulletin Board where people post jobs is also here (see p. 31).

[Save]

This choice lets you save your game (see below).

You can Save Your Game not only from the Transporter but also in the Wormhole Forest

Saving can be done not only with the Transporter command but also when moving to the next level in the Forest (the method of saving is the same). Use the up and down directional button to select the file to save your game and then press the × button to enter. Be sure to insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 first. To overwrite the current content, select "Save" and press enter.

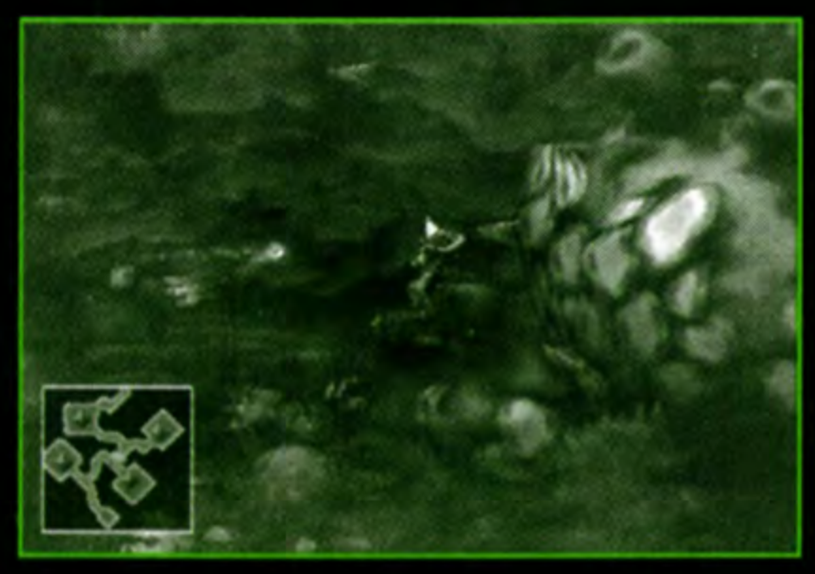
*Saving a game requires 713 KB or more of empty space on a memory card (8MB) (for PlayStation®2). Also, do not remove the memory card while data is being saved to or loaded from the card.

Moving Through the Forest

Remember these rules for moving through the Forest so that you won't have any trouble in your adventures.

Your Adventures are Set in the Four Wormhole Forests

Your adventures are centered about the four elemental Forests called the Earth Forest, Water Forest, Wind Forest and Fire Forest. Various events happen in the Forest and Kahu and his Divine Beasts grow through battles occurring there. Kahu must advance to ever-deeper layers of the Forest in search of the four "Orbs" in order to break his curse.



Going into the Forest

Pressing the ✕ button in front of the Kumari Gate on the left side of the Throne Room displays the screen to the right. First use the directional button up and directional button Down to select the name of the Forest you want to go to. At this time, you can check on how far you have gone in each Forest (indicated by lines), the position of Bosses and the like. Press the ✕ button to warp to the Forest.

Parts of the Screen

In the Forest, basically the screen shown to the right will be displayed. Divine Beasts roam the paths but you might occasionally find items there too. Use L1 button and L2 button to spin around the camera angle. In addition, the auto-mapping function can be turned on or off by one of the [Settings] under the [Options] item on the Menu Screen.

- **Name of the current level in the Forest**
- **An enemy Divine Beast**
- **Kahu and Nico**
- **Map.** The paths that Kahu have traveled are automatically mapped. The red symbols indicate ogrevines that Kahu has already visited, while grey symbols are those that he has yet to visit. A blue symbol indicates the position of a princessvine that is open. In addition, a large key appears in the background of the map once you have found a keyspore.

Ogrevines and Princessvines

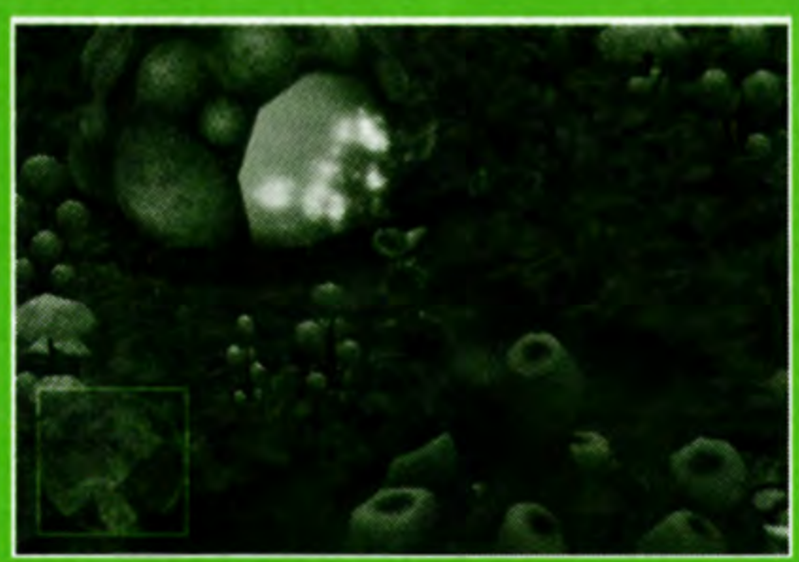
In the Forest you will find plants called princessvines and ogrevines which have special roles. Ogrevines may contain keyspores along with other items or "plants that will restore you," but Kalma may also be hiding inside. If you find and eat the keyspore inside an ogrevine, the princessvine will open when you get near it and let you go to the next level.

Ogrevines

The ogrevines are plants that are conspicuously larger than the other plants in the Forest. They glow and throb and serve as the nests of Divine Beasts.

Princessvines

The roots of princessvines have the role of connecting the different levels of the Wormhole Space and are opened by the Keyspores.

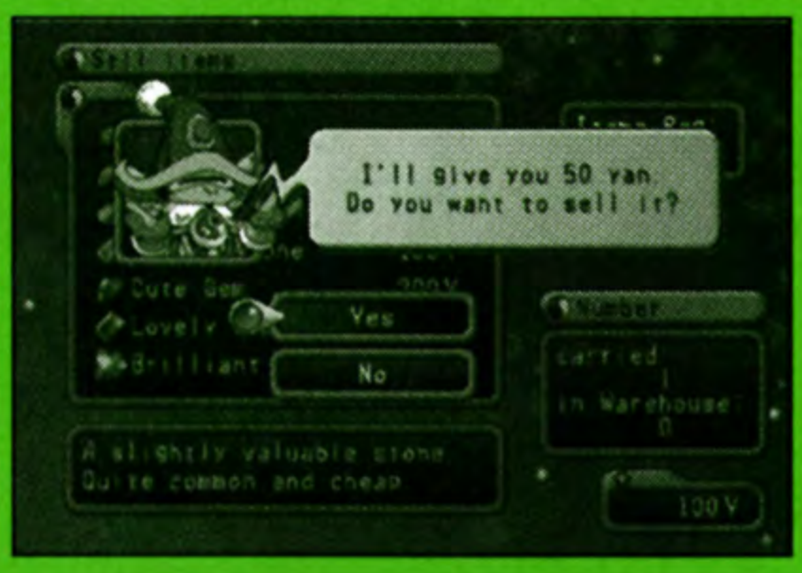


Returning from the Forest

To return to the Temple from the Forest, first press the △ button to display the Menu Screen and then select the item [Go Temple] and press the × button. This returns you to the Throne Room.

Getting Money

In this game, you cannot get money by winning in combat. You can get money by selling items you find in the Forest, winning in free combat in the Arena, completing jobs posted on the Bulletin Board, bringing sealed cocoons back to Ra and other ways.



Using the Menu Screen

The use of the Menu Screen is essential in order to advance through the story.

Use Items, Change your Divine Beast Formation, etc.

While moving around, pressing the △ button displays the Menu Screen. Use the directional button Up and directional button Down to select the various items in the menu and press the × button to enter. Press the ○ button to return to the normal screen. The Menu Screen also displays the current Reputation and money on hand, and you can also check the formation of your Divine Beasts.

[Items]

Select [Items] to display a choice of the [Use], [Discard], [Valuables] and other items (which might be grayed out if they cannot be used). Use the directional button to make a selection and the × button to enter. Next, after selecting [Use], select and enter the item to be used, the Divine Beast on which it is to be used and the like. After selecting [Discard], similarly select and enter the item to discard.

[Formation]

Here you can organize the formation by placing Divine Beasts on the BeastAmulet (see p. 20).

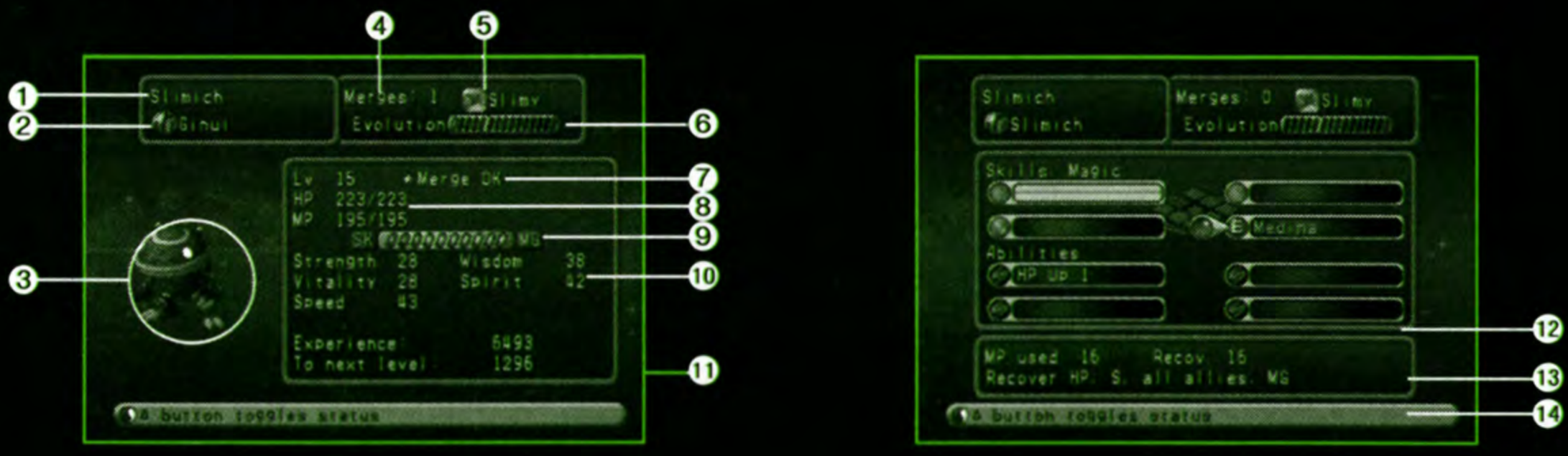
[Options]

Here you can configure various aspects of the game.

Settings	This turns auto-mapping, dialogs, and other settings on/off.
Sound	This switches Stereo/Mono settings and adjusts various volume settings.
Adjust TV	This adjusts the center position.
Initialize	This option initializes all settings.

[Status]

This screen lets you check the status of the Divine Beasts currently placed on the BeastAmulet.



Legend for the Status Screen (use the △ button to toggle the Status)

❶ The Divine Beast's name
❷ The Divine Beast's element (red=Fire, yellow=Wind, blue=Water, green=Earth) and "species" (see p. 21)
❸ The Divine Beast's appearance
❹ Number of times it has merged
❺ The Divine Beast's "genus" (see p. 22)
❻ The degree of evolution. At 5, the Beast becomes an "evolved form" and at 15, it evolves into its "most evolved form."
❼ Level. When a Beast has reached the level at which it can be merged, a yellow star and the words "Merge OK" appear to the right of the level.
❽ HP/Max HP, MP/Max MP
❾ Personality of the Divine Beast. This indicates the balance between attack types (red) and magic types (green).
❿ Basic parameters of the Divine Beast. STR=strength, the power of its physical and special attacks, WIS=wisdom, the power of its magic, VIT=vitality, its defensive power against physical and special attacks, SPT=spirit, its defensive power against magic, SPD=speed, its speed of action which affects the hit probability and success of special attacks.
⓫ Experience points and the number of experience points needed for the next level
⓬ Skills and magic spells of the Divine Beast. Inside the circle representing its element is a letter (A through E) indicating the rank of that skill or magic spell. It is possible to add one skill or spell for each element (see p. 20).
⓭ Abilities of the Divine Beast. It is possible to add up to four abilities (see p. 20).
⓮ Description of the skill, magic spell or ability on which the cursor rests. In the case of a skill or spell, the amount of MP used by it and its Attack strength also appear.

[Go Temple]

In the Forest you can select and enter this option to return to the Throne Room in the Temple of Kemuel. This option cannot be used inside the Temple.

The Combat System

Here we describe the parts of the combat screen, the flow of combat and how to use the BeastAmulet.

Combat Screen 101

The combat screen contains a large amount of information on the formation used by the opposing BeastHunter along with the Divine Beasts and Kalma. Refer to the drawing below for details on the parts of the screen so that combat can proceed smoothly.

❶ Opponent in combat
❷ Number of shields of the opponent, if the opponent is a BeastHunter
❸ Opponent's BeastAmulet formation (red=Fire, yellow=Wind, blue=Water, green=Earth; see p. 16) and Divine Beast HP and MP gauges.
❹ Kahu and the Divine Beasts on the currently selected side
❺ The "Items" and "Escape/Give up" commands (displayed with the △ button)
❻ Number of shields of Kahu
❼ Kahu's BeastAmulet formation (red=Fire, yellow=Wind, blue=Water, green=Earth; see p. 19) and Divine Beast HP and MP gauges. The flashing portion of the MP gauge indicates the MP used by the skill or magic spell in use.
❽ Rank and name of the attack (see p. 19) and the current HP and MP values of the Divine Beasts currently selected.

Combat Flow and Taking Action

The flow of combat is fundamentally the same whether you make contact with Divine Beasts in the Forest or fight against other BeastHunters in the Arena or elsewhere. Be sure to pay attention to the following steps.

[Step 1] Making contact with enemy

If you run into a Divine Beast wandering around the Forest or talk to a Kalma inside an ogrevine, combat will start. If a Divine Beast discovers Kahu, it will either approach quickly or run away. If Kahu touches a Divine Beast from behind, he will have advantage, but if the Divine Beast contacts Kahu from behind, the Divine Beast will have advantage.

[Step 2] Decide on an action

Only one action can be selected per turn.

Attack

Use the Left analog stick or the L1 button and L2 button to select the element of the BeastAmulet and then attack with the Divine Beasts of the elemental side you selected.

Use item

Press the △ button and select "Items" to use an item. However, no items can be used in the Arena.

Escape/Give up

Press the △ button and select "Escape (Give up)" to leave combat.

[Step 3] Initiate an action

After an action is selected, Kahu's Divine Beasts begin to act. The determination of which side will attack first is made by taking the average of the Speed of both side's Divine Beasts. If you select "Escape" but are unable to escape, Kahu's Divine Beasts will take no action. Note that the Divine Beasts on unselected sides will recover a certain amount of MP at the end of the turn. In addition, Kahu will lose one shield if he takes damage.

[Step 4] Victory or defeat

Steps 2 and 3 are repeated until all of the Divine Beasts or Kalma fall, or until the opponent's shields reach zero when fighting against a BeastHunter. If Kahu's shields reach zero, he loses. Lose in combat and you are stripped of all of your items and returned to the Temple. At the end of combat, all of the Divine Beasts earn experience points, but the ones that actually participated in combat get more experience. Note that Kahu's shields are all regenerated at the end of combat.

Special Attacks in Combat

Upon getting hit with special attacks which are the specialties of Wind Divine Beasts, the Divine Beasts may have their parameters reduced or may become unable to act. These effects, other than being unable to act, are cured at the end of combat. If you want to cure the problem during combat, use an item suited to the symptoms or use a Water-based restore magic spell.

Get to Know your BeastAmulet

Here, we will describe the BeastAmulet which is vital for achieving victory in combat. The BeastAmulet is the only weapon that the BeastHunters can use to purify Kalma and control their Divine Beasts. You should have a good understanding of its operation in order to become a first-rate BeastHunter.

Point 1 [Configuration and Role of the BeastAmulet]

The BeastAmulet consists of the four elemental sides of Fire, Wind, Water and Earth, and each side can hold up to three Divine Beasts. One is placed in the center of the formation, taking the role of defending Kahu from the opponent in combat. The remaining two are placed on the corners at either side of the central Divine Beast and have elemental attributes of the two adjacent sides, so they can participate in attacks on either side (see the figure to the right).

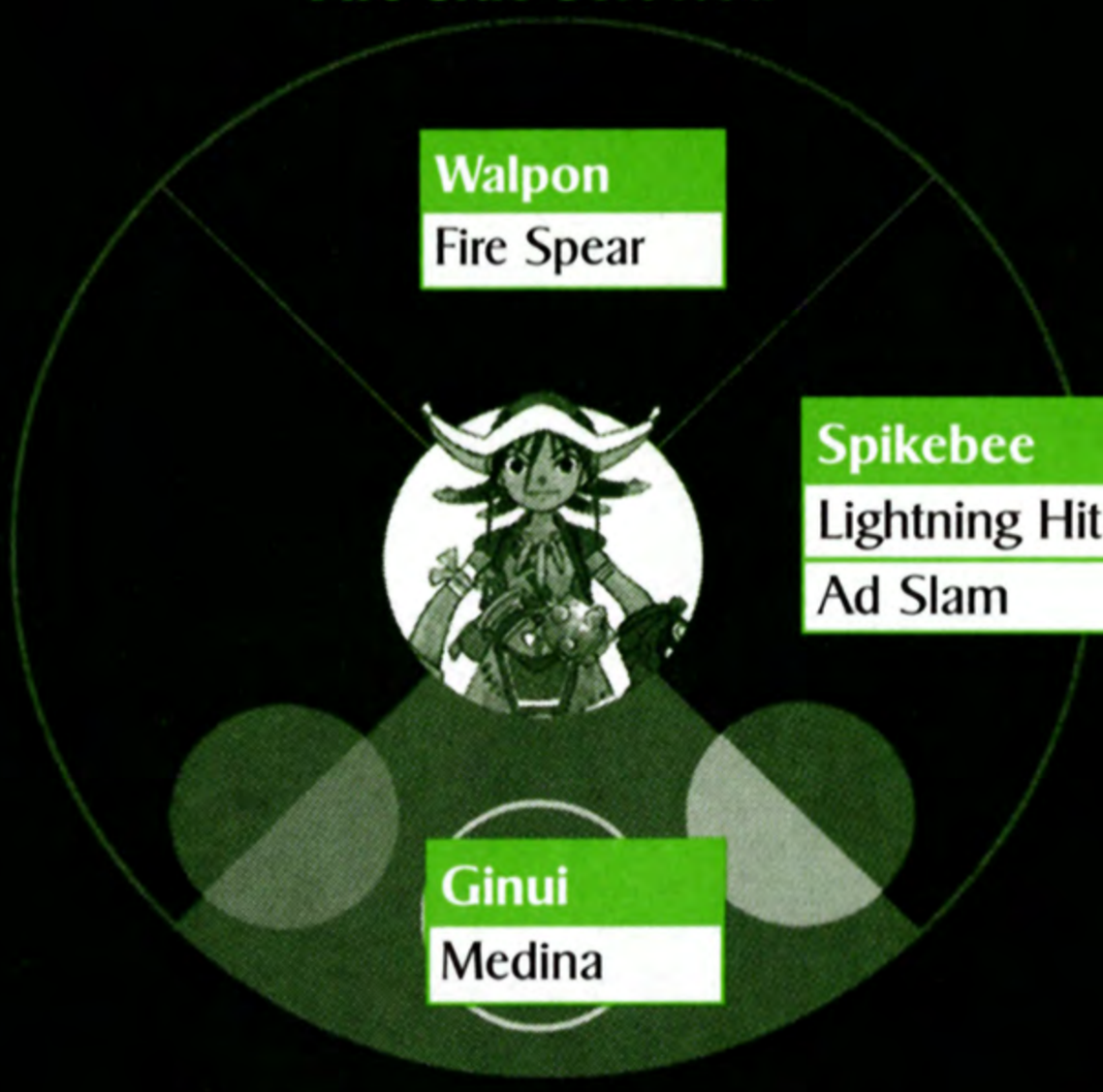
Point 2 [Attacking with Divine Beasts]

The Divine Beasts have attacks for each element, so the actions they take are different depending on the side selected. This means that Divine Beasts placed on the corners of the sides as described in Point 1 will attack differently depending on the side selected. Note that a Divine Beast with no attacks of the element corresponding to the selected side cannot perform any action in that case.

Example [When Placed as in the Figure at Right]

When Divine Beasts are placed on the BeastAmulet as in the figure at right, the Divine Beasts will attack as follows when each of the sides is selected.

Fire side selected

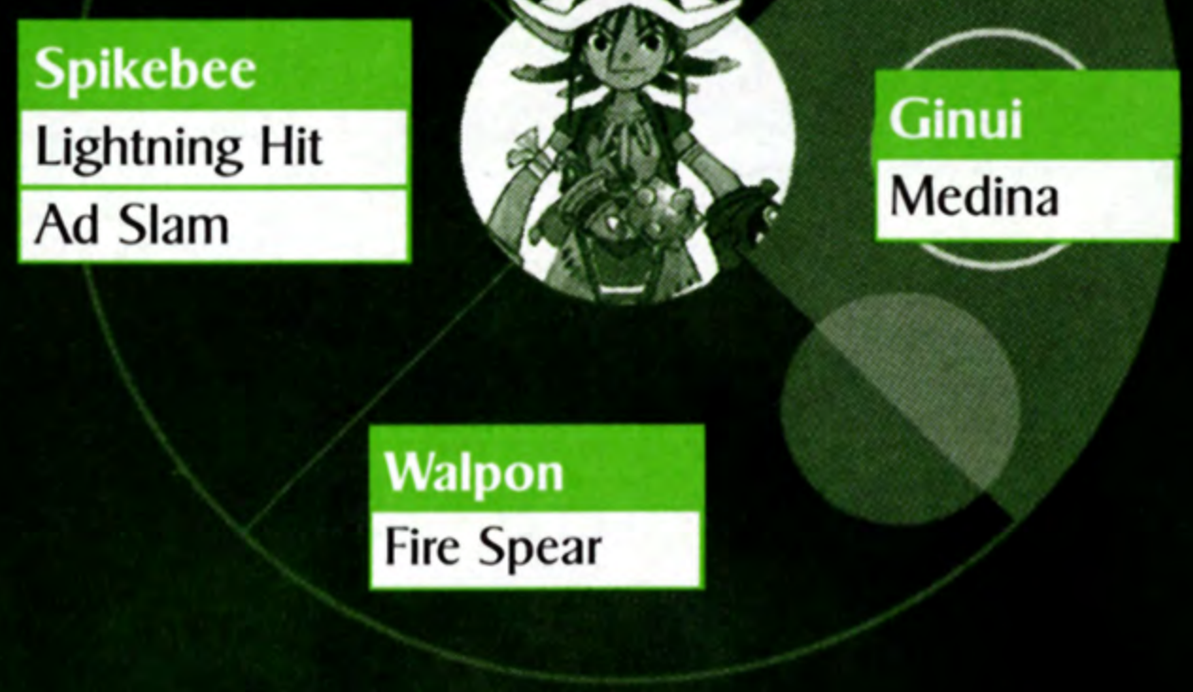


Actions of the Divine Beasts

Walpon attacks with Fire Spear and Spikebee attacks with Lightning Hit.

[BeastAmulet]

Wind side selected



Actions of the Divine Beasts

Spikebee casts Ad Slam. Note that Kahu could be attacked.

Water side selected

Actions of the Divine Beasts

Ginui casts Medina.

Shuffling Divine Beasts on the BeastAmulet

To move Divine Beasts within the same elemental side, first press the △ to display the Menu Screen, select [Formation] and then press the × button. Next, use the directional button Left and directional button right to pick the elemental side to change and then press the × button to enter. Then, pick the Divine Beast to move and press the × button to enter. Thereafter, use the directional button Left and directional button right to pick the destination, press the △ button and you're done! To move to another element, first place it on the corner and then use the L1 button and R1 button to switch to that side.

Divine Beast Abilities

In addition to skills and magic spells which are their attacks, Divine Beasts also have abilities. The compatibility between the element of the Divine Beast itself and the element of the skills and magic is important, so keep this in mind.

Elements of Skills and Magic

Each "species" of Divine Beast has members with the elements of Fire, Wind, Water and Earth. They all start out with a skill or magic spell with the same element it possesses. Each element has good and bad compatibility, so be sure you understand the following compatibility diagram.

Element Compatibility Diagram

Fire	Earth
The "Fire Divine Beasts" with their powerful fire attacks are good against "Water Divine Beasts" which have low HP values and low Defense. In contrast, they are poor against "Earth Divine Beasts" with their strong Defense and defensive support spells.	The "Earth Divine Beasts" with their good Defense and defensive support spells are good against "Fire Divine Beasts" which simply cause damage. However, they are vulnerable to special attacks so they are poor against "Wind Divine Beasts."
Water	**Wind**
The "Water Divine Beasts" are completely resistant to special attacks, so they are good against "Wind Divine Beasts." However, their Defense is low, so they are vulnerable to "Fire Divine Beasts" with their powerful attacks.	The "Wind Divine Beasts" with their special attacks are good against "Earth Divine Beasts" which have no resistance against special attacks. In contrast, they have a hard time against "Water Divine Beasts" on which their special attacks do not work.

Abilities

The "HP Up" and "Resist Poison" and other abilities are abilities of the Divine Beast itself, and a total of four may be added. Abilities are usually added by merging Divine Beasts (see p. 23), but they may occasionally be present from the time of their hatching.

About Divine Beasts

Hatching and merging Divine Beasts takes an important position in the game.

Get Your Divine Beasts!

You get Divine Beasts in the form of eggs. There are generally two ways of getting them. Check out the following in order to get even more Divine Beasts.

Pattern 1 Get 'em in the Forest

While exploring the Forest (see p. 13), you might be able to pick up eggs lying around in ogrevines.

Pattern 2 Get 'em by merging

Merge a Divine Beast you have raised with a Seed Beast (see p. 26) to get a new egg.

Divine Beast Flavors: "Genus" and "Species"

Divine Beasts are broadly divided by "genus" and each "genus" is further divided into three "species." Furthermore, the three species are called the "basic form," "evolved form" and "most evolved form". In passing, the newborn state is called the "larval" stage. Refer to the following chart of the "Maus" so that you can understand the relationships among "genus," "species" and "larva."

Development Chart for Maus

Genus: **Maus**			
Most evolved form:	? species	? species	? species
Evolved form:	Drapon	Heehawhaw	Earna
Basic form:	Walpon	Heehaw	Earra
Larva (newborn):	Tamatoch	Kamatoch	Toch

Timing of Transformation

Divine Beasts transform as they go up in level. Immediately after hatching, they are in the larval form, but they transform into the adult form as they go up in level. In the case of an evolved form, for example, as it goes up in levels its form changes from the larva to the basic form until assuming the evolved form. However, transformation does not occur unless the Beast is allowed to participate in combat.

Revive in the Room of Life

Here we will describe how to hatch Divine Beast eggs, merge Divine Beasts with Seed Beasts and make use of the Beast Kennel in the Room of Life.

Role of Ra, Shrine Maiden of Life

The maiden Ra in the center of the Room of Life hatches Divine Beast eggs, merges Divine Beasts with Seed Beasts, runs the Beast Kennel and has other important roles that are vital in playing the game. Be sure you have a good understanding of the following explanation and come back often.

Hatch Eggs

Ra hatches the Divine Beast eggs you have found in the Forest or gotten from merging.

[1] Select the egg to hatch

After selecting [Hatch Eggs], use the directional button Up and directional button Down to select the egg to hatch and then press the × button to enter.

[2] Birth of the Divine Beast

When a Divine Beast is born, you can check out the skills and magic and other aspects of the newborn Divine Beast (see the figure at right for details). Next, press the × button to display the name entry screen where you can name your Divine Beast (see p. 24).

[3] Placement of the Divine Beast

Now you can place the newborn Divine Beast on the BeastAmulet (see p. 19). Note that if the BeastAmulet is full, the new Beast will be kept by Ra in the Beast Kennel.

❶ Appearance of the newborn Divine Beast
❷ Name of the "species" of the newborn Divine Beast (see p. 21)
❸ Number of times it had been merged previously
❹ Names and ranks of the attacks the newborn Divine Beast has

Use the △ button to toggle to abilities.

Merge Beasts

Beast Kennel

In the Beast Kennel, you can use any of the following four options in order to exchange your Divine Beasts.

Check Beasts

This displays a list of Kahu's Divine Beasts. Use directional button Up and directional button Down and then press the × button to view the status of the various Divine Beasts (see p. 16).

Beast Pickup

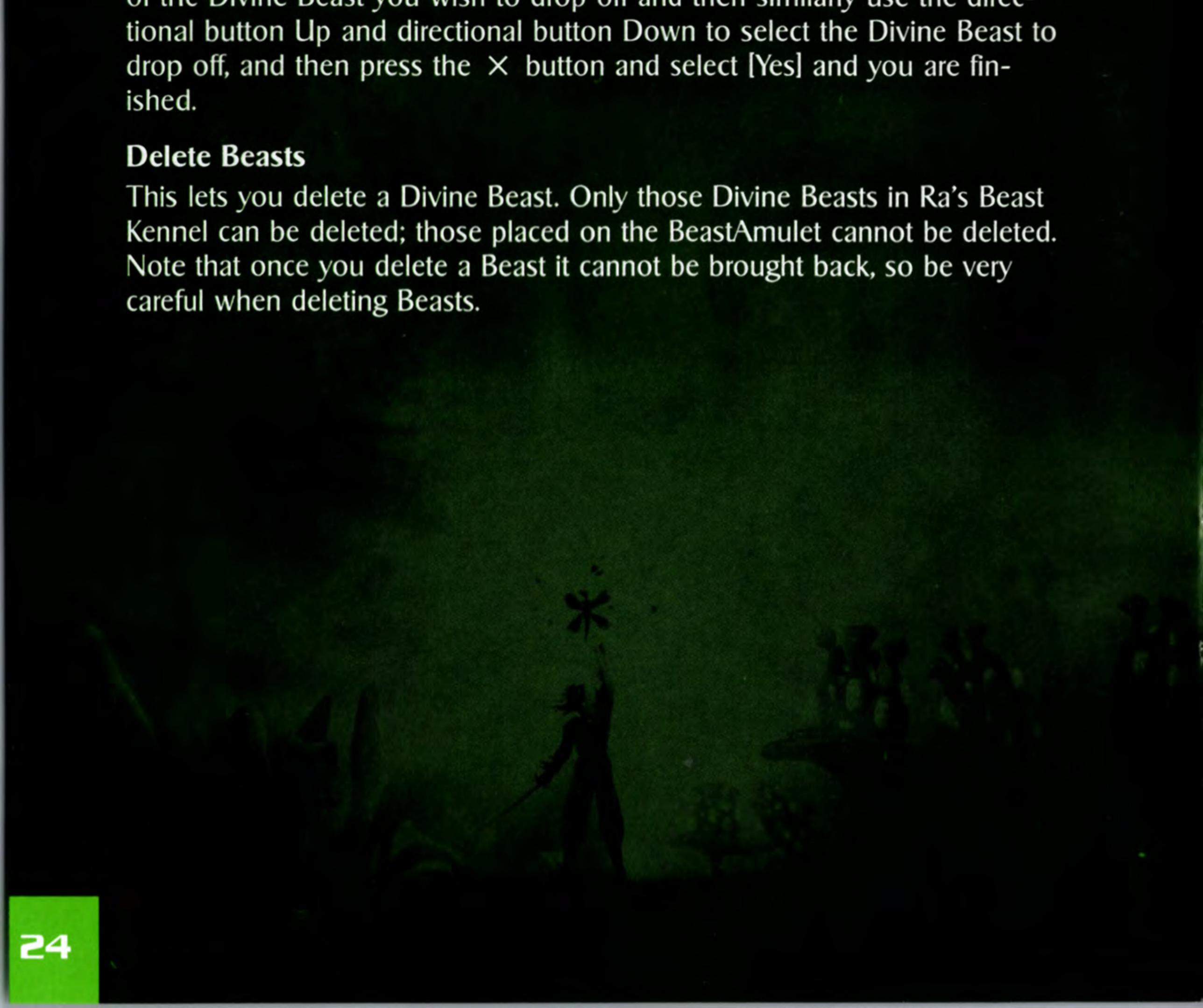
Use this option to pick up one of the beasts you have left in Ra's Beast Kennel and put it back on your BeastAmulet. Select the Divine Beast you want to pick up and press the × button and then select the side you want to place it on (see p. 19).

Beast Dropoff

Use this item to drop off one of the Divine Beasts from your BeastAmulet. Use the directional button left and directional button right to select the side of the Divine Beast you wish to drop off and then similarly use the directional button Up and directional button Down to select the Divine Beast to drop off, and then press the × button and select [Yes] and you are finished.

Delete Beasts

This lets you delete a Divine Beast. Only those Divine Beasts in Ra's Beast Kennel can be deleted; those placed on the BeastAmulet cannot be deleted. Note that once you delete a Beast it cannot be brought back, so be very careful when deleting Beasts.



Merging a Seed Beast with a Divine Beast you have raised may give rise to an even more powerful Divine Beast. Merging can give more powerful skills and magic and allow it to evolve into a more evolved form. This is essential for boosting your fighting power.

[1] Selecting the Divine Beast to merge

After selecting [Merge Beasts], use the directional button Left and directional button Right to spin the BeastAmulet to select the side of the Divine Beast you wish to merge. Next, use the directional button Left and directional button Right to select the Divine Beast on that side that you wish to merge, and then press the ✕ button to enter.

[2] Status display of the Divine Beast to be merged

Once you have selected the Divine Beast to merge, a status screen for that Beast will be displayed (see p. 16). Look over the status and once you decide upon the direction of the merge, press the ✕ button on [Merge].

[3] Selecting the element to be strengthened

Use the directional button to select the elemental attack you wish to strengthen and then press the ✕ button to enter. Note that it is not possible to strengthen the element opposite that of the element of the Divine Beast (Water in the case of a Fire Beast, Wind for an Earth beast, etc.). In addition, strengthening mutually opposite elements will cause the skills or magic of the opposite element to be deleted.

[4] Selecting the Seed Beast

Once the element to be strengthened is determined, select the Seed Beast for the merge. Use the directional buttons arrows to select the Seed Beast and press the × button to enter. At this time, note that in order to strengthen attacks, attacks of various elements will become those of the Seed Beast, so choose the Seed Beast carefully while considering whether it is more suited to skills or more suited to magic. Note that if the element of the Divine Beast to be merged is different from that of the Seed Beast, the degree of evolution will become less than that indicated. Refer to the Seed Beast description below while selecting the Seed Beast carefully.

- List of Seed Beasts of the selected element
- Name of the Seed Beast
- Name of the "genus" of the Seed Beast
- Evolution power of the Seed Beast
- Cost of the merge
- Rank, name, MP used, and skill or magic description of the attack of the Seed Beast
- Ability of the Seed Beast and its explanation
- Appearance of the Seed Beast currently selected
- Kahu's current money on hand

[5] Merging with a Seed Beast

Once the Seed Beast is entered, you are ready to merge. Merging makes the original Divine Beast go away but gives rise to the egg of a new Divine Beast that inherits the skills, magic, abilities and the like of the Seed Beast.

[6] Hatching the merged Divine Beast

Once the merging is complete, you can either hatch the new egg immediately or leave it as an egg.

Role of the Left Birdman

The Birdman on the left lets you view a list of the Seed Beasts currently available for merging along with the Beast Notebook which lists all of the Divine Beasts hatched so far, organized by "genus."

Seed Beasts

This is a list of the Seed Beasts currently available for merging, organized by element.

Beast Note

The Beast Notebook includes all of the Divine Beasts you have captured so far, classified by "genus" and "species." Upon selecting each genus, a list of all of the species within that genus is displayed. Move the cursor to the Divine Beast you want to see and press the × button to view the various parameters and the like of the Divine Beast.

Role of the Right Birdman

Talk to the Birdman on the right to change the names of your Divine Beasts.

Changing the Names of Divine Beasts

Use the directional buttons to move the cursor and press the × button to select a character.

Move the cursor to the [◀] or [▶] and press enter to change the input position. Use [DEL] to delete characters. You can also use [Original] to return to the original name before you started changing it, or [Random] to have the system automatically generate a random name. Once you have decided on the name you want, press [END] (pressing the START button moves the cursor to [END]).

How to Get More Seed Beasts

You can get Seed Beasts by purifying Kalma. These Kalma may be waiting inside ogrevines mimicking BeastHunters, but you won't know until you talk to them. Purifying a strong Kalma will get you a superior Seed Beast.

What Are BeastHunters?

Here we will describe BeastHunters, and how to use the Arena and Lounge.

We are the BeastHunters!

The Way of Divine Beasts vanished together with the Nagi people, so the mission of the BeastHunters of today is to purify the Kalma using man-made BeastAmulets created with the ancient Gehenna Arts and Alchemy. In order to become a BeastHunter, one must be approved by Levant and granted a license. Interestingly, nearly all of the BeastHunters wear masks.

Come Fight in the Arena

The Arena is mainly used for BeastHunter advancement tests and for free combat with other BeastHunters. You can also create save data which can be used in the Battle Arena. Note that early in the game, Mu, the master of the Arena will give you lessons in combat know-how, so be sure to listen well.

Taking advancement tests

Once your Reputation has reached a certain level, try taking advancement tests at the Arena. Each advancement test consists of a three-round match against a BeastHunter, so you pass if you win all three rounds. Advancing increases the number of Divine Beasts you can place on the BeastAmulet and also boosts the number of Kahu's shields. In order to move smoothly through the game, it is essential that you boost your Reputation and pass advancement tests.

Free combat with other BeastHunters

Select [BeastHunter War] and you can engage in free combat against other BeastHunters. The BeastHunters can be selected by rank, so as you use directional button up and down to move among them, you can see the opponents and limitations on the number of Divine Beasts. After using the ✕ button to select an opponent, combat is conducted in the same manner as in an ordinary BeastHunter battle. However, if you have more Divine Beasts than the limit, you must reduce the number down to the limit before starting combat. Upon beating a BeastHunter you win prize money and Kahu's Reputation goes up. Note that you can use the Bulletin Board to the right of Mu to check on the opponents, their levels and the prize money.

Saving BeastAmulet data

You can also create data (requiring 322 KB or more of free space) that can be used in the "Battle Arena." The basic procedure is the same as saving from the Transporter (see p. 12). Select the MEMORY CARD slot where you want to save the data and give the team a name (the method of entering the name is the same as that for changing the name of a Divine Beast; see p. 28).

Kick Back in the Lounge

The Lounge is a place where you can meet other BeastHunters and get advice and other valuable information. You can also take jobs on the Bulletin Board. Successfully completing a job can boost your Reputation and earn you rewards.

Taking jobs from the Bulletin Board

The Bulletin Board lets you take jobs from other BeastHunters. Successful completion of a job earns rewards and boosts your Reputation.

Taking a Job

Press the × button in front of the Bulletin Board to see a list of the jobs posted. Use the directional button Up and directional button Down to move the cursor and press the × button to see details of the job. Select [Take job] to take that job, and then the person posting the job will appear next to the Bulletin Board. To cancel a job, select the job you had taken and then select [Cancel job]. Canceling a job will make your Reputation go down.

Rewards for Jobs

Upon completing a job, talk to the person who posted the job and you will receive your reward. Your Reputation will also go up at the same time.

How to Boost your Reputation

Your Reputation as a BeastHunter can be increased by purifying Kalma, completing jobs and winning in free combat. As your Reputation goes up, you can take higher advancement tests and new jobs will be posted on the Bulletin Board. Boosting your Reputation is very important for advancement tests.

Introducing the Items

You will find a large variety of items for recovery, attack and use in events.

Oodles of Items to Help Kahu in his Adventures

The various items include those that restore HP and MP, those that can be used only in combat and those that can be sold for money. Here is a small sampling of these items. As you advance on your adventure you may find unusual items and valuable items, so use the Menu Screen to check them out (see p. 15).

Mugwort	Restores 50 HP.
Meta-Mugwort	Restores 100 HP.
Mel's Elixir 1	Restores 50 MP.
Mel's Elixir 3	Restores 100 MP.
Tendai Herb	Restores all HP and MP.
Citron Powder	Resurrects a fallen Beast.
Sleep Spore	Keeps enemies from escaping on this floor.
Pouch	Lets you carry 5 more items.
Dull Stone	A gem.
Luch	Egg of a Luch.

A Little Friendly Advice

From the Sweet Knights

Lastly, let's have the four members of the Sweet Knights give you a little advice to help you at the start of the game.

Advice from Cocona

Think about compatibility between the Forests and your first Divine Beast!

Mu gives you a choice of three Divine Beasts to start out with. If you don't know where to go first, think about going to a Forest where its abilities are most compatible. So if you have a Water Divine Beast, try the "Wind" Forest or something.

Advice from Cinnamon

Recovery items are necessities...

When their MP runs low, Divine Beasts can use only normal attacks that are only half as powerful. So I guess MP recovery items are kinda... important.

Advice from Choco

You using the Warehouse...!?

Every BeastHunter oughta know that you lose all your items if you lose in combat in the Forest. SO!! You gotta use the Warehouse. Leave stuff in the Warehouse and you won't lose it.

Advice from Vanilla

Taking advancement tests is a good thing!!

Boosting the number of Divine Beasts on your BeastAmulet will be a big help at the start of the game. And, you know what? Doing jobs from the Bulletin Board may change the product lineup at Kikinak & Co.

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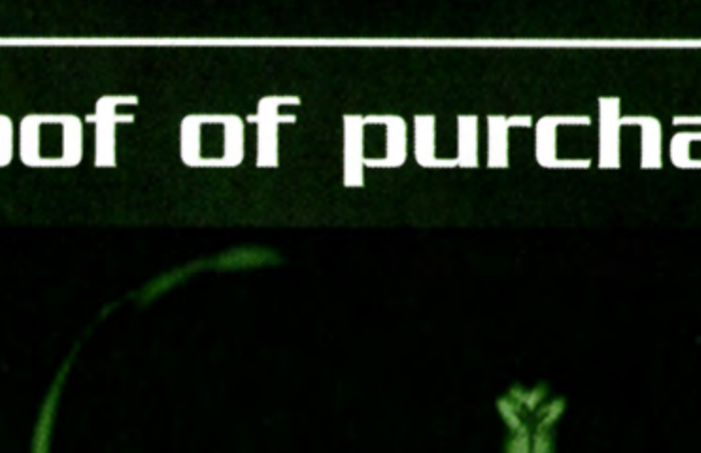

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